

CLAYTON R. BONURA
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Core Skills:

- 2D and 3D Unity Prototyping
- Game Design and Level Design for all Genres
- Proficiency in Unity & C#, Photoshop, Maya and Unreal Engine 4
- Skilled Writer with Proficiency in Screenwriting, Prose, and Reports

SOFTWARE EXPERIENCE:
Unity, Unreal Engine, Maya, Audacity, Photoshop

Languages:
C#, CSS, HTML, Python

EDUCATION:

Artcenter College of Design, Pasadena, CA
Bachelor of Science, Entertainment Design, Game Design Track
2018-2022

Colorado State University, Fort Collins, CO
Bachelor of Arts, English, Creative Writing Concentration; Minor in History
2013-2017

WORK EXPERIENCE:

Squanch Games - Burbank, California - *Game Design Intern*
May 2021 - September 2021

- Worked on and designed early combat encounters for an unannounced title.
- Implemented voiceovers and modified existing blockouts.
- Collaborated with other employees in 'game jam' styled brainstorming sessions.

Coin Crew - Los Angeles, California - *Game Design Intern*
January 2021 - April 2021

- Worked with senior designers to address feedback and solve problems.
- Created detailed research reports for gameplay systems and proposed software options.

2Bit Circus Foundation - Los Angeles, California - *Creative Technologist*
January 2020 - August 2020

- Designed and programmed educational games in Unity.
- Worked together with fabricators to design and create unique physical game cabinets.
- Designed and programmed a Twitch API integrated escape room displayed at the first 2Bit Circus Virtual Steam Carnival.

PROJECT EXPERIENCE:

Artcenter College of Design, Capstone Project *Abaddon - Creator, Game Designer, Writer, and Director*
September 2020 - Present

- Created an original IP with high marketability and room for transmedia expansion.
- Worked with a team of artists to develop a full Demo, Art Bible, and Game Design Document.
- Developed over an additional year with a full team of artists and student programmers.

ACHIEVEMENTS:

Artcenter Game Jam 2021, Winner: Itch.io Community Award for *Rat King*
Rose Valley Game Jam 2020, Winner: Best Art for *Simple Mistakes*
Greyrock Review 2017, featured poet